

Singleton: Lazy Instantiation

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Best practice to have managers declared before the application is run and display an error if none is found.

Lazy instantiation displays an error while also creating an instance of the manger "on the fly"

```
if (_instance == null)
{
    GameObject go = new GameObject("UI_Manager");
    go.AddComponent<UIManager>();
}
```

Drawbacks

Wont automatically populate Inspector information.

Ex. An enemy prefab is set in the Inspector of a Spawn Manager.